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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.	
10/657,650	09/08/2003	Larry J. Pacey	47079-00134USPT	47079-00134USPT 2836	
70243 NIXON DE A B	7590 11/28/2007		EXAMINER		
NIXON PEABODY LLP 161 N CLARK ST.			HOEL, MATTHEW D		
48TH FLOOR CHICAGO, IL	•		ART UNIT	PAPER NUMBER	
			3714		
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

•		Application No.	Applicant(s)	iT
Office Action Summary		10/657,650	PACEY ET AL.	,
		Examiner	Art Unit	
	•	Matthew D. Hoel	3714	
Period fo	The MAILING DATE of this communication app	pears on the cover sheet with	the correspondence addres	ss
A SH WHIC - Exter after - If NO - Failu Any r	ORTENED STATUTORY PERIOD FOR REPL CHEVER IS LONGER, FROM THE MAILING D. SIX (6) MONTHS from the mailing date of this communication. Depriod for reply is specified above, the maximum statutory period or reto reply within the set or extended period for reply will, by statute reply received by the Office later than three months after the mailing ed patent term adjustment. See 37 CFR 1.704(b).	ATE OF THIS COMMUNICA 36(a). In no event, however, may a repli- will apply and will expire SIX (6) MONTH to, cause the application to become ABAN	TION. y be timely filed S from the mailing date of this commu DONED (35 U.S.C. § 133).	
Status				
2a)□	Responsive to communication(s) filed on <u>17 S</u> This action is FINAL . 2b) This Since this application is in condition for alloware closed in accordance with the practice under E	action is non-final. nce except for formal matter		erits is
Dispositi	ion of Claims			
5)□ 6)⊠ 7)□	Claim(s) 30-50 is/are pending in the application 4a) Of the above claim(s) is/are withdray Claim(s) is/are allowed. Claim(s) 30-50 is/are rejected. Claim(s) is/are objected to. Claim(s) are subject to restriction and/or	wn from consideration.		
Applicati	ion Papers			
10)	The specification is objected to by the Examine The drawing(s) filed on is/are: a) accomplicant may not request that any objection to the Replacement drawing sheet(s) including the correct The oath or declaration is objected to by the Examine The specification is objected to be specification to the specification is objected to be specification.	epted or b) objected to by drawing(s) be held in abeyance tion is required if the drawing(s)	e. See 37 CFR 1.85(a). is objected to. See 37 CFR 1	
Priority ι	ınder 35 U.S.C. § 119			
a)l	Acknowledgment is made of a claim for foreign All b) Some * c) None of: 1. Certified copies of the priority document 2. Certified copies of the priority document 3. Copies of the certified copies of the priority application from the International Burea See the attached detailed Office action for a list	ts have been received. ts have been received in Apprintly documents have been re u (PCT Rule 17.2(a)).	olication No eceived in this National Sta	ge
2) Notice 3) Information	ot (s) Due of References Cited (PTO-892) Due of Draftsperson's Patent Drawing Review (PTO-948) Due of Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Due of No(s)/Mail Date 09/17/07.	Paper No(s)/	nmary (PTO-413) Mail Date ormal Patent Application (PTO-15)	2)

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DETAILED ACTION

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

- (b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.
- 2. Claims 30 to 34, 38, 39, 40 to 44, 48, and 49 are rejected under 35 U.S.C. 102(b) as being anticipated by Travis, et al. (U.S. patent 5,380,007 A).
- 3. As to Claims 30 and 40: A method of operating a gaming system comprising: storing simulation rule data and physical object data (7:64-8:34), the physical object data defining physical objects (ball locations, for example, 8:5-6), the simulation rule data defining rules of a simulated world that affect the physical objects (motion equations, 8:5, air speed, 8:11-12); accepting a wager to play a wagering game (coin slot, Fig. 1); based on the physical object data and the simulation rule data, simulating actions of the physical objects within the simulated world to randomly select a simulated outcome from a plurality of possible simulated outcomes according to a predetermined outcome probability distribution (bouncing balls drawn to form game outcome or combination of winning numbers, Abst., Fig. 1); graphically rendering the actions and the simulated outcome; and providing an award if the selected simulated outcome represents a winning condition (Abst., Figs. 1, 6, 8). '007 has a wager input device and

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a display (Fig. 1). As an electronic gaming apparatus, '007 will inherently have memory and a controller.

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- 4. As to Claims 31 and 41: The simulating and the rendering occur simultaneously such that the actions and the simulated outcome are rendered in real time (motion calculations and ball display done iteratively screen by screen, Fig. 8).
- 5. As to Claims 32 and 42: The simulating occurs prior to the rendering such that the simulated outcome is selected prior to being rendered (non-mathematical means of generating simulated tumble of balls, by obtaining next symbol positions from memory instead of calculating them mathematically, 8:37-50). This is analogous to the previously cited Siekierski, et al. in 4,527,798 A using a random number generator to select a random previously recorded horse race (Col. 6, Col. 13, Line 60 to Col. 15, Line 10).
- 6. As to Claims 33 and 43: '007 further teaches randomly modifying the simulation rule data such that pre-defined organizations of the physical objects provide different ones of the simulated outcomes (non-mathematical means of generating simulated tumble of balls, by obtaining next symbol positions from memory instead of calculating them mathematically, 8:37-50). This is analogous to the previously cited Siekierski, et al. in 4,527,798 A using a random number generator to select a random previously recorded horse race (Col. 6, Col. 13, Line 60 to Col. 15, Line 10).
- 7. As to Claims 34 and 44: '007 further teaches modifying the simulation rule data by bounds to control the possible simulated outcomes (7:42-60, adjusting play percentage variables to comply with statutorily required payouts).

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8. As to Claims 38 and 38: The simulating commences from a randomly chosen initial condition (balls allowed to tumble for random time period (7:5-11). The examiner notes that the claim language does not cite a random initial arrangement of cards in a deck to be shuffled, a random physical arrangement of balls to be tumbled as in the ball-tumbling game of '007, or a random number generator seed being randomly selected such as based on ambient weather, thermal noise, etc.

- 9. As to Claims 39 and 49: The simulating includes influencing the actions with a random variable (numbers randomly generated, 7:24-40, the examiner notes that the claim language does not cite a random number generator seed being randomly selected such as based on ambient weather, thermal noise, etc.).
- 10. As to Claim 50: Claim 50 is rejected for similar reasons to Claim 30, in that it is a computer-readable medium drawn to the method of Claim 30. The examiner notes that Claim 50 is a separate independent claim as it is drawn to a separate statutory class of subject matter.

Claim Rejections - 35 USC § 103

11. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

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12. The factual inquiries set forth in *Graham* v. *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

- 1. Determining the scope and contents of the prior art.
- 2. Ascertaining the differences between the prior art and the claims at issue.
- 3. Resolving the level of ordinary skill in the pertinent art.
- 4. Considering objective evidence present in the application indicating obviousness or nonobviousness.
- 13. Claims 36, 37, 46, and 47 are rejected under 35 U.S.C. 103(a) as being unpatentable over '007 in view of Morris, et al. (U.S. patent 5,324,035 A).
- 14. As to Claims 37 and 47: '007 discloses all of the limitations of Claims 37 and 47, but lacks specificity as to the simulated outcome being selected prior to being rendered. '007 teaches the simulating and the rendering occurring in part simultaneously (Fig. 8). '035, however, teaches the simulated outcome being selected prior to being rendered (Abst.; 2:35-3:27, pools of predetermined outcomes for video lottery terminals). It would have been obvious to one of ordinary skill in the art to have applied the predetermined pools of '035 (which is disclosed in its main embodiment to video lottery systems) to the video lottery system of '007. 5:35-40 of '035 describes the system being applied to various other types of lottery games besides video lotteries, such as slots, craps, and roulette. Each of these games involves the random motion of a physical object (random stopping of slot reels, dice, or roulette wheels, respectively), analogous to 007's random stopping of tumbling lottery balls; this demonstrates the applicability of '035's predetermined pools of outcomes to gambling games based on random motion of physical objects. The advantage of this modification would be to provide central

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determination of the lottery numbers ('035, Abst.) to lend security to the gaming device, and to allow use of the video lottery system in jurisdictions which do not allow the use of random number generators within the gaming devices themselves.

- 15. As to Claims 36 and 46: '035 further teaches the simulation rule data including common rule data applicable to different types of wagering games such that the 3D processor need not be updated with the common rule data for the different types of wagering games (the pools of outcomes can be applied to any number of types of games, 5:35-40).
- 16. Claims 35 and 45 are rejected under 35 U.S.C. 103(a) as being unpatentable over '007 and '035 in view of Vincent (U.S. pre-grant publication 2004/0015953 A1, application 09/811,977).
- 17. As to Claims 35 and 45: The combination of '007 and '035 teaches all of the limitations of Claim 35, but lacks specificity as to the simulating and the rendering being performed by a 3D processor that receives the simulation rule data and the physical object data from a central processor. Vincent, however, in U.S. pre-grant publication 2004/0015953 A1, teaches three-dimensional graphics software being updated over a network when a new version is available. It would have been obvious to one of ordinary skill in the art to have made this modification to the combination of '007 and '035. The suggestion for 3-D graphics can be found in the previously cited "Physics for Game Developers" ("3D Particle Kinematics," Pages 33 to 43, by David M. Bourg, 2002 O'Reilly and Associates, Inc., hereafter referred to as "Physics", entered as non-patent

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literature by the examiner on Nov. 1st, 2006) which elaborates on the mathematical models already taught by '007 (7:64-8:34). The advantage of the 3-D graphics would be to make the visual display more realistic as actual lottery balls used in real life are three—dimensional objects. This also takes advantage of the network of '035 which is already used to distribute the gaming result pools to the client terminals. This modification would have the advantage and effect of allowing the latest software to be downloaded to the gaming terminals as soon as it becomes available. This would have the further advantage of allowing the client terminals to play any of the games listed in '035 (5:35-40, blackjack, poker, slots, roulette, etc.) without being manually reconfigured and to adapt to changing gaming regulations as soon as they take effect.

Response to Arguments

18. Applicant's arguments with respect to claims 1 to 29 have been considered but are most in view of the new ground(s) of rejection.

Conclusion

- 19. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Matthew D. Hoel whose telephone number is (571) 272-
- 5961. The examiner can normally be reached on Mon. to Fri., 8:00 A.M. to 4:30 P.M.
- 20. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert E. Pezzuto can be reached on (571) 272-6996. The fax phone

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number for the organization where this application or proceeding is assigned is 571-273-8300.

21. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

Matthew D. Hoel Patent Examiner AU 3714 Robert E. Pezzuto Supervisory Patent Examiner Art Unit 3714

SUPERVISORY PATENT EXAMINER